

MODEL 7-701

TIGER ELECTRONIC
TOYS TM

ELECTRONIC MINI ARCADE

KING KONG TM

Owner's manual

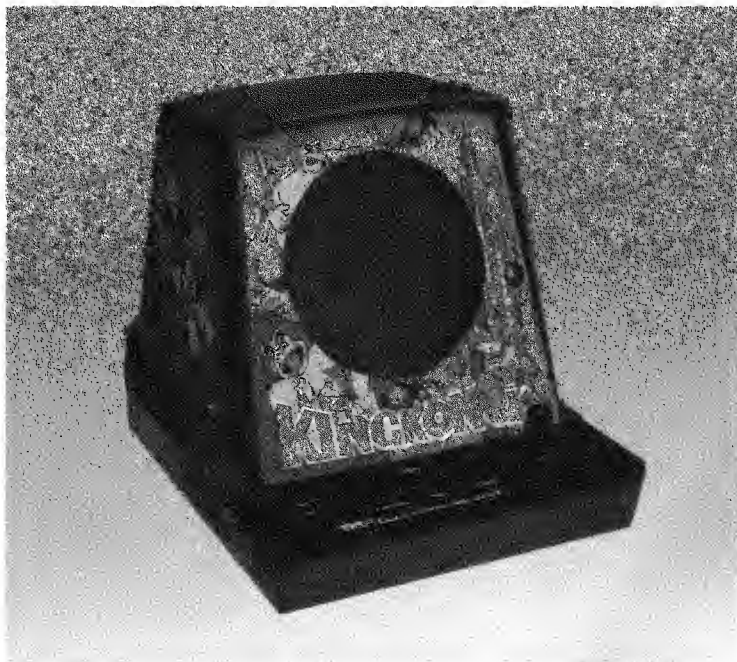


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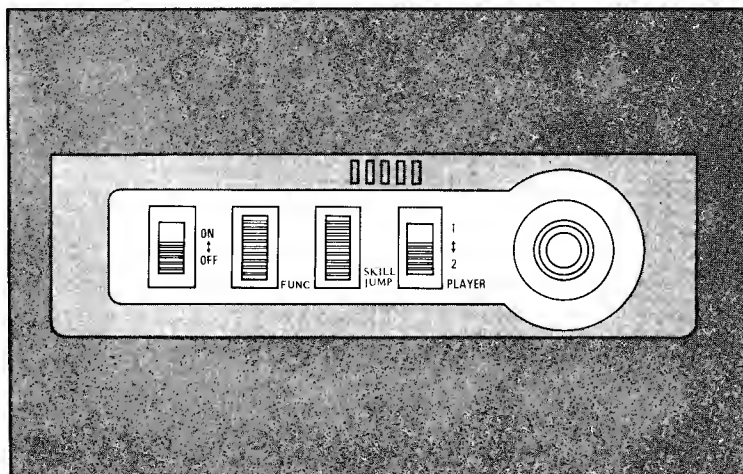
General Information:

Your new king kong is a mini-arcade game designed to be played in your home. It plays similar to the larger games found in the Game Arcades and Game Rooms. The major advantage of your mini-arcade is that you don't have to continue putting quarters in it to play. All you have to do is reset the game with the "Function" switch upon completion of each game.

Your mini-arcade has the following features;

- * Jump Key — Used to jump the "Fireman" while he is moving.
- * Function Key — Used to put the game into Demonstration, Skill Select and Play Mode. It also can be used to "Reset" the game while playing it.
- * Skill Level Key — Used to select one of four skill levels
- * Player Select Switch — Used to select the number of players, either 1 or 2
- * Joy Stick Control — Used to maneuver the "Fireman" left or right and up and down on the levels

Fig. 1 Control Panel



- * Musical melodies and sound effects played before, during and end of play
- * Colorful display screen includes:
 1. Four digit scoreboard with memory of high score
 2. Display of skill levels
 3. Five levels with ladders
 4. King Kong, the Fireman and the Lady in Distress
 5. Rolling bombs
- * AC Adapter Jack

With these multiple features, King Kong will provide you with an exciting and challenging game for many hours of enjoyable entertainment.

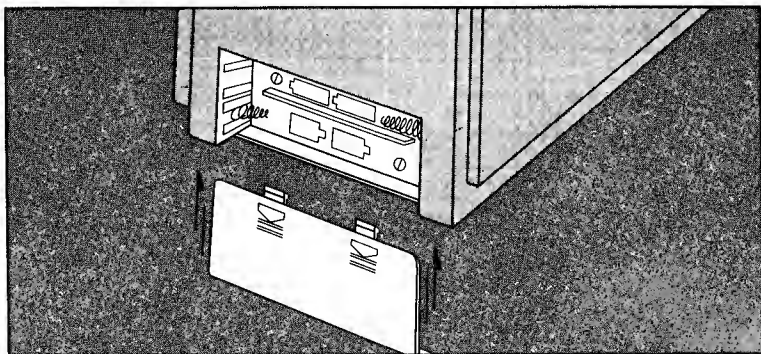
Battery Installation

The Mini-Arcade requires four "C" batteries (not included). Be sure to observe the proper polarity as shown in the battery compartment while inserting batteries.

Important:

Use only "Alkaline Batteries" for long life. Other batteries will only last for a short period. Remove battery cover as shown below.

Fig. 2 Battery Compartment



AC Adapter

A mini-jack is provided for use of an A.C. Adapter. (not included) The A.C. Adapter output must be 6VDC and a current rating of at least 300 MA.

Detailed Feature Description

The “Function Key” is a push switch that has four modes:

First Mode (press once) is the Demonstration Mode. This mode is set in the 2 player game format and Skill Level 1. The Screen will go blank and the start melody will play. At the end of the music, King Kong will climb to the top with the girl, 0000 will be displayed in the scoreboard area and then PL1. King Kong will start throwing down bombs while the “Fireman” will start from the lowest level and try to reach the fifth level to save the girl (Penelope) by jumping over bombs (scores 10 point each) or jumping and grabbing an axe (left side of 1st, 2nd and 4th levels, scores 20 points) becoming energized, he can destroy the bombs. When the “Fireman” is blown up 3 times, PL2 appears and the game starts over. The game will restart continually showing you how to play the game until the “Function Key” is pushed again.

Second Mode (second press) will cause a short melody to play and L1 will appear in the upper right hand corner of the screen. This is the “Skill Level Mode”. Using the Skill Select Key you may select the level you wish to play the game. There are four skill levels (1 thru 4) and the higher the level the more difficult the game is to play.

Third Mode (third press) is the “Play Mode”. After King Kong climbs to the top with “Penelope”, using the “Joy Stick Control” maneuver the “Fireman” up the ladders jumping the bombs and grabbing the bonus axes to accumulate the higher possible score. Reaching the top and saving “Penelope” the first time scores 30 points, 2nd time 40 points and each succeeding time scores 50 points. When the “Fireman” is bombed three times, the game is ended.

Fourth Mode is the “Reset Mode”. Pressing the “Function Key”

during the “Play Mode” will reset the game to the “Skill Level Mode” and also after the game is over. The skill level melody will play and L1 will appear on the screen. The skill level can now be re-selected and pushing the “Function Key” again, the game is ready to be played again.

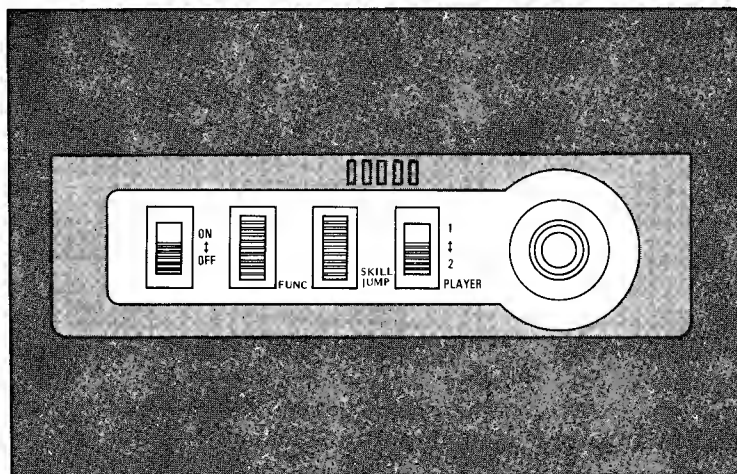
Skill Select/Jump Key: This is a push switch used in two modes. When in “Skill Level Mode” pressing the “Key” will change the skill level 1 thru 4. The skill level is cyclical. In the “Play Mode” pressing this “Key” will cause the “Fireman” to jump over the bombs when he is moving left or right.

Note:

The “Fireman” will not jump when standing still. He must be moving.

Player Select Switch: This is a slide switch used to select the number of players to play the game. Pushed forward toward the screen only one player can use the game, if pulled backwards away from screen then 2 players can play the game.

Fig. 3 Control Panel



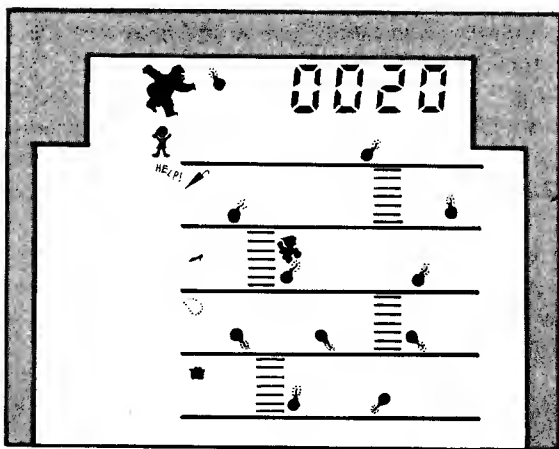
ON/OFF Switch: This is a slide switch. To turn game "ON" push switch forward towards screen and screen will lite up showing all segments and characters of King Kong. Pull backwards to turn "OFF" avoiding battery drain.

Scoreboard: This is a 4-digit display in the upper right hand corner of the display screen. A maximum score of 9990 can be obtained and if reached a melody for "Max Score" is played and the game is over. The scoreboard is also designed to display PL1 and PL2 when in 2 player game format. The highest score is remembered and will be flashed before each game during play of the mini-arcade. If the game is turned "OFF" and thenback "ON", the highest score will be erased and the scoreboard will start over at 0000.

Firemen: When the game is turned "ON", all segments of King Kong are displayed on the screen. Two large dots and the "Fireman" are shown below the first level. When the game starts the "Fireman" moves onto the 1st level and the two dots remain below it. Each time the "Fireman" is blown up, a dot disappears and the "Fireman" apepars again on the 1st level. When bombed the third time, the "Fireman" ends up at the bottom of the 1st level with all the "Dots" gone and the game is over. The scoreboard will be flashing the score.

Display Screen: This is made up of five levels connected by ladders that the fireman must use to climb to the 5th level and save "Penelope". There are "axes" on the 1st, 2nd and 4th levels to assist him. When the Fireman grabs an axe by jumping up, he becomes energized and can destroy the bombs (scoring 10 points) instead of jumping over them. When the "Fireman" reaches the top and saves Penelope, King Kong falls to the ground and a "Saving Penelope" melody is played. A new frame is then initiated and the game continues until the "Fireman" is blown up 3 times.

Fig. 4 Display Screen



Game Objective: It is to maneuver the "Fireman" from the 1st level to the 5th level rescuing "Penelope" by jumping over or axing as many bombs to score the highest amount of points possible. Change the skill levels as you become progressively better at playing the game.

How To Play: One Player

Step 1: Turn ON/OFF switch to "ON" by sliding switch forward towards display screen. The screen should lite up and show all segments and characters of the game.

Step 2: Slide "Player Select" switch forward to 1 player position

Step 3: Press "Function Key" (once) – The "Power On" melody will play and the game will go into its "Demonstration Mode" showing how the game is played.

Note:

The game should be left in this mode until you become familiar with how the game is played. The game will continue to re-start a new one after PL2 has finished its game.

Step 4: Press the “Function Key” again (twice). A “Start” melody will play and L1 will be displayed in upper right hand corner of screen. This is the “Skill Level Mode” and the desired level can be set.

Step 5: Press the “Skill Select/Jump Key” to set the desired level of 1 thru 4. Each momentary press advances the number by one (Press within 30 seconds)

Step 6: Press the “Function Key” once more (3rd time). The game is now in its “Play Mode” and the “Fireman” can be maneuvered up the levels to rescue “Penelope” with the use of the “Joy Stick Control”.

Step 7: Using the “Joy Stick Control” and the “Skill Select/Jump Key”, maneuver the “Fireman” up the levels avoiding bombs and grabbing axes (Bonus points) and rescuing “Penelope” to obtain the highest score.

Step 8: When the “Fireman” is blown up the third time, the “Game Over” melody plays and the scoreboard flashes the final score.

Important:

At the end of each game, a new game must be started within 30 seconds or the game turns off. This also will happen in the “Skill Select Mode” if a key is not pressed within 30 seconds.

Step 9: To start a new game, press the “Function Key”, the game will go back to the “Skill Select Mode” and you may re-select the skill level or press the “Function Key” again to play a new game.

How To Play

Two players. The step sequence is the same with the following exceptions

Step 2: Slide the “Player Select” switch backwards to 2 player position.

Step 6: At the beginning of the “Play Mode”, the scoreboard will flash 0000, PL1 to indicate 1st player is to start the game and the scoreboard will show the 0000 indicating the game is in progress. At the end of PL1’s game, PL2 will flash on scoreboard and 0000 will re-appear indicating PL2 game is in progress. The “Game Over” melody plays at the end of PL2’s game as it did for PL1. The scoreboard will now flash both players score in sequence. (PL1, score then PL2, score)

Note: Steps 1, 3, 4, 5, 7, 8, and 9 are the same as in Player 1.

Special Features:

Automatic Off: This occurs within 30 seconds if the game is left idle in the “Skill Level Mode” or at the end of a game if a new game is not started. This shuts off the screen and game to prevent battery drainage but there is still power to the illumination lights.

Important:

To prevent battery drainage and for longer life, always turn the Mini-Arcade “OFF” before leaving it idle.

New Frame:

This occurs when the “Fireman” saves “Penelope” and “King Kong” falls to the ground. The “New Frame” melody plays and the screen comes back on. This continues until the “Fireman” is blown up the 3rd time or until maximum score is reached 9990.

Maximum Score:

When the maximum possible score of 9990 is reached, the “Max Score” melody is played and the scoreboard will flash the score indicating that the game is over.

Reset Mode:

If a player wishes at anytime during the playing of a game, he may push the “Function Key” and reset the game to the “Skill Level Mode”. The skill level can be re-selected and by pushing the “Function Key” again, the playing of the game can be started.

Care in Use of King Kong

1. Turn game "OFF" when not in use for prolonged battery life.
2. If game starts malfunctioning, replace batteries with new ones.

Important:

Use only "Alkaline Batteries" for long life. Other types of batteries will only last a short period.

3. When using an AC Adapter, be sure it has the proper output of 6VDC and at least 300 MA.
4. Keep viewer screen clean with a damp cloth.
5. Do not use too much pressure when pushing on keys.

Note: For "Warranty Service" follow the instructions of the warranty listed in this "Owner's Manual."

Light Bulb Replacement

Refer to Fig. 5 for easy bulb replacement. An extra bulb is attached in the package. New bulb replacement, 6V, 200mA screw base, can be easily obtained from electrical parts stores.

Contrast Adjustment

Display brightness may vary from battery efficiency. Use screw driver to adjust brightness contrast to desired level as shown in Fig. 6

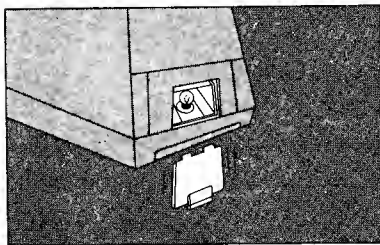


Fig. 5 Light Bulb Replacement

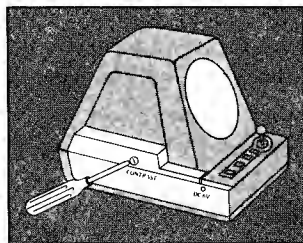


Fig. 6 Contrast Adjustment



90-Day Limited Warranty

Tiger Electronic Toys Warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of the date of purchase, to © Tiger Electronic Toys, 909 Orchard, Mundelein, Illinois 60060.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of \$12.00. Payment must be made by check or money order. This non warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to ©TIGER ELECTRONIC TOYS, REPAIR CENTER, 909 ORCHARD, MUNDELEIN, ILLINOIS 60060.

© Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day, period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE © TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer

from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the © Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address

**© TIGER ELECTRONIC TOYS,
REPAIR CENTER
909 Orchard
Mundelein, IL 60060**

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for \$ 12.00 payment for the repair service.

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